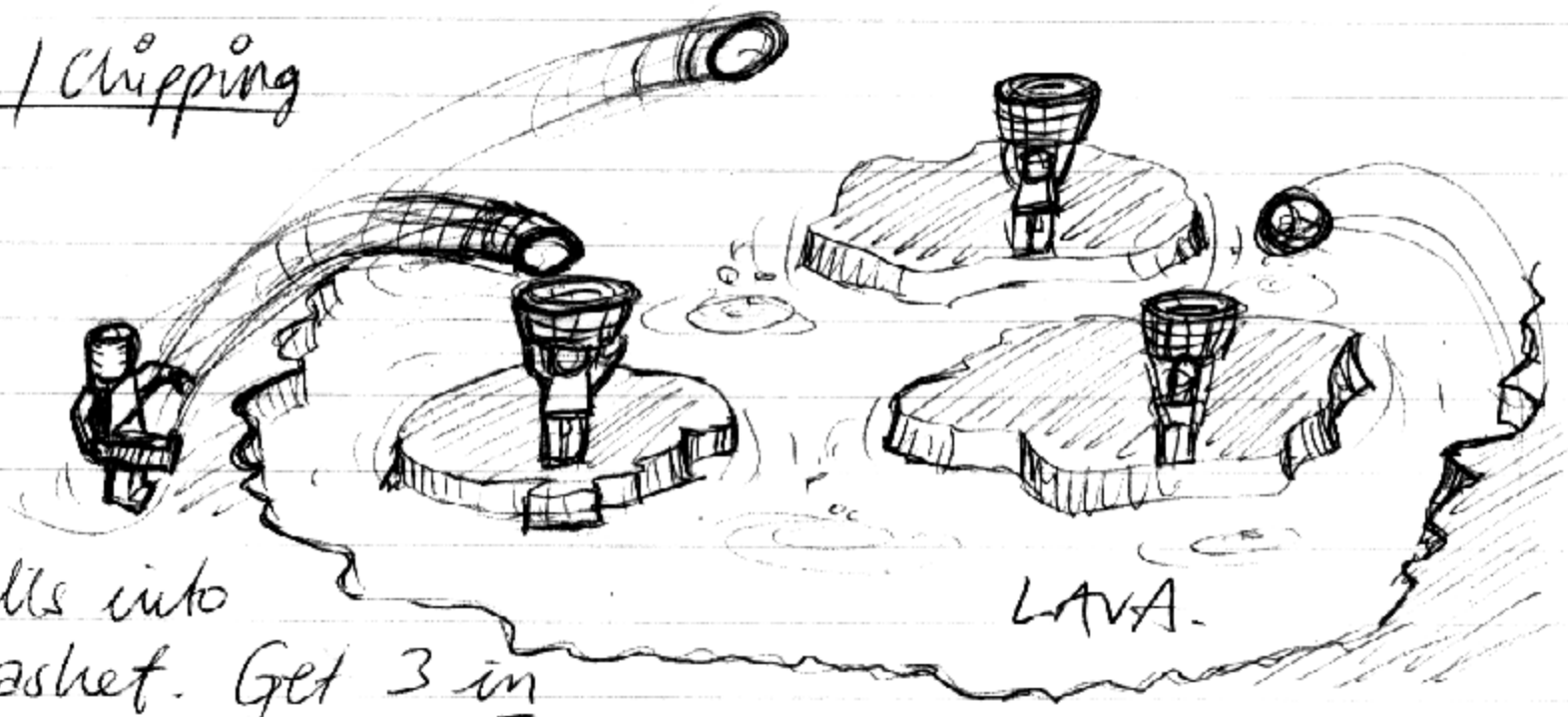
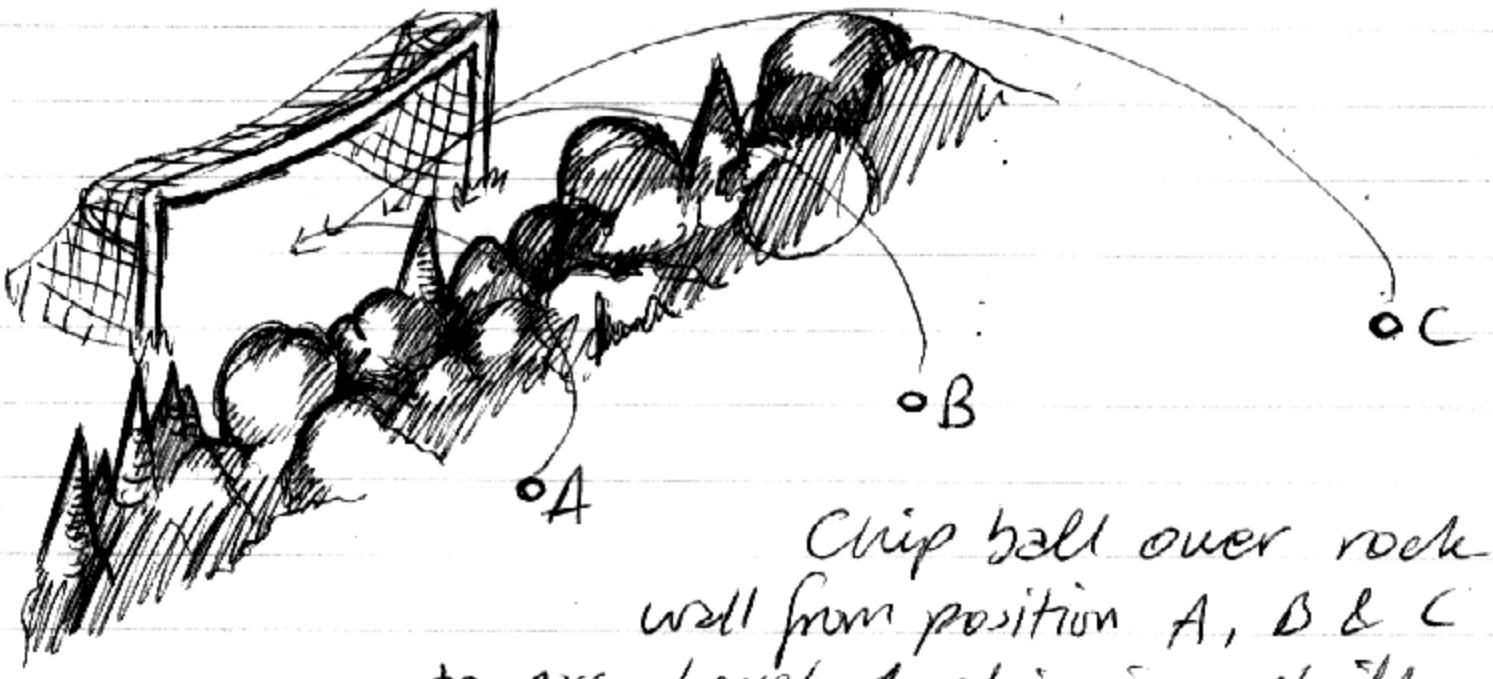
Training
Crossing / Chipping

Lev 2



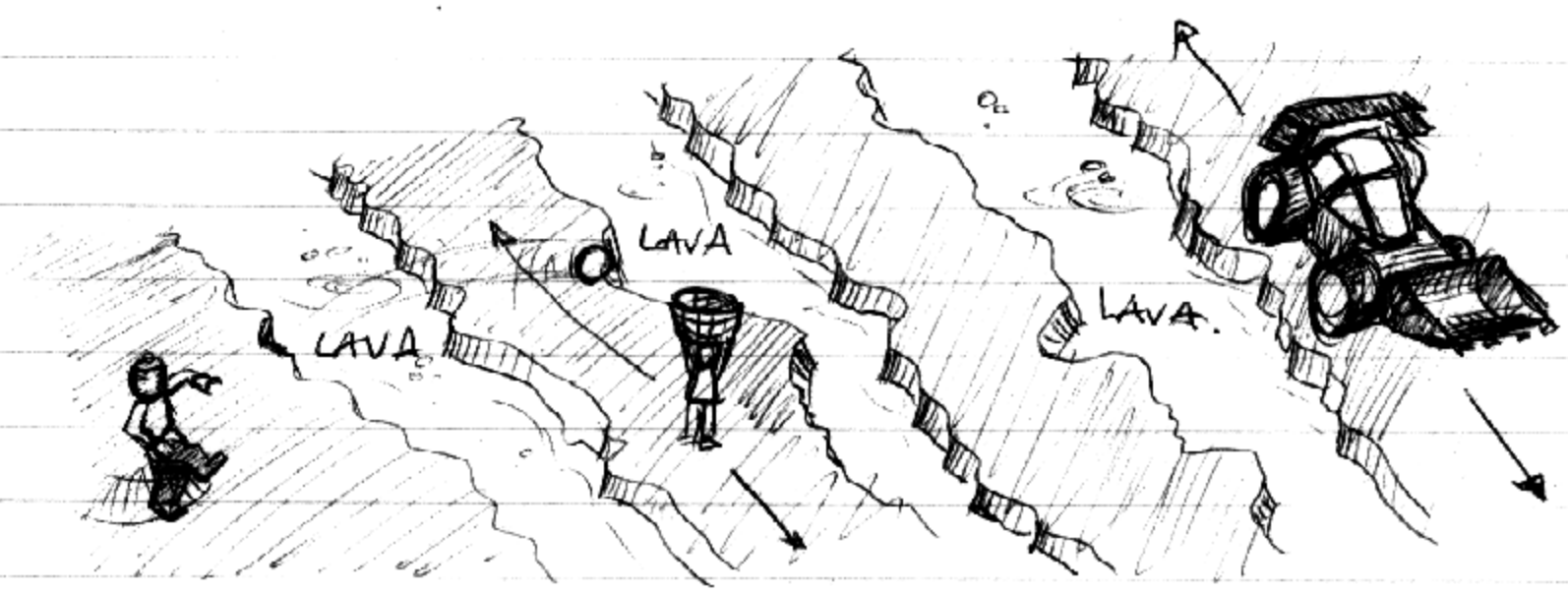
Chip balls into each basket. Get 3 in in 20 seconds etc. If this proves too easy, make 'catchers' baskets smaller, or make catchers walk about..

Lev 1



Chip ball over rock wall from position A, B & C to pass Level 1 chipping skills.
Chip 3 goals within 20 secs to pass training level 1.

Lev 3

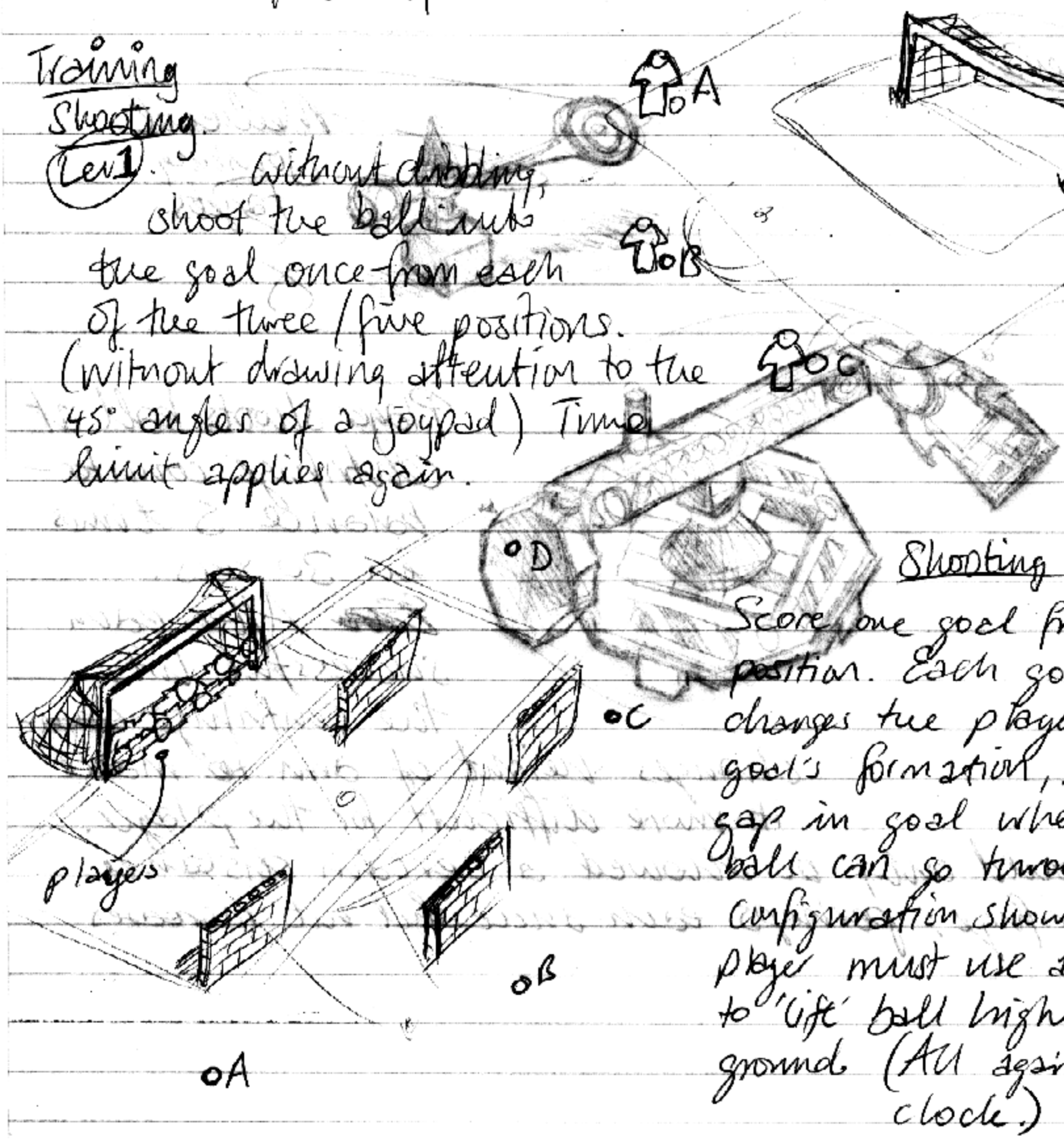


(NB) shooting should incorporate aftertouch? :

Training

Shooting Lev 1

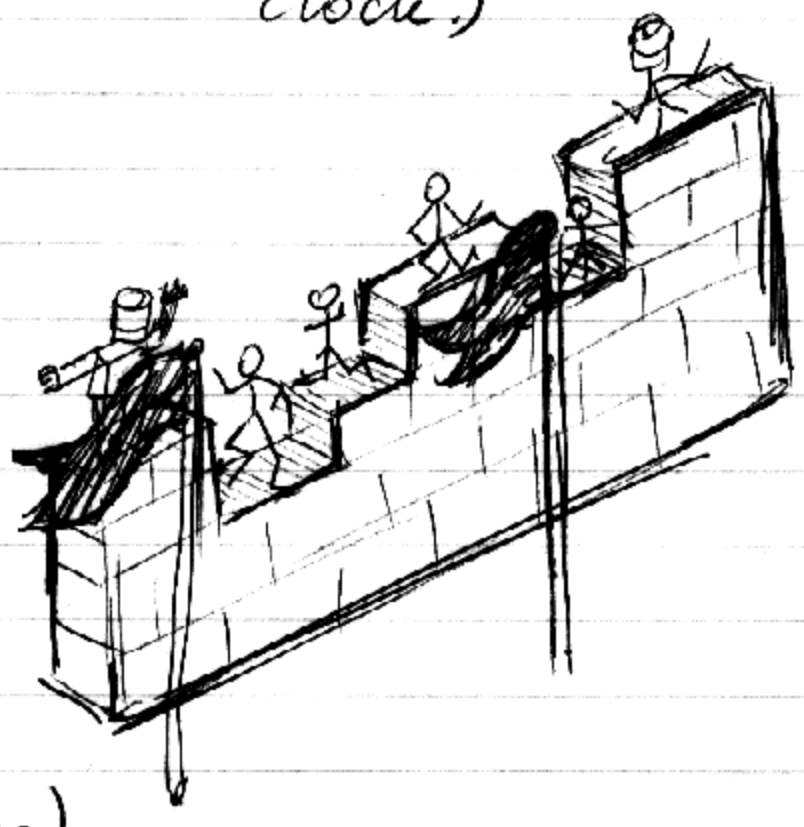
Without dribbling, shoot the ball into the goal once from each of the three / five positions. (Without drawing attention to the 45° angles of a joypad) Time limit applies again.



Shooting Lev 2

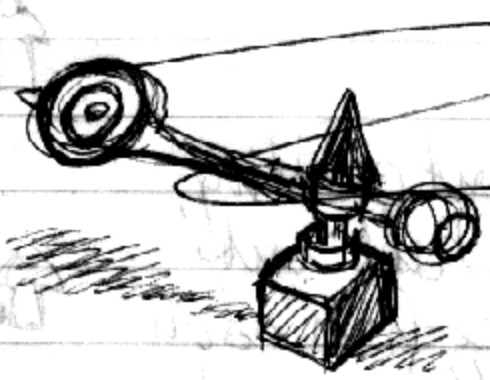
Score one goal from each position. Each goal scored changes the player in the goal's formation, leaving a gap in goal where the ball can go through. Configuration shown means player must use aftertouch to 'lift' ball higher off the ground. (All against the clock.)

Shooting Lev 3



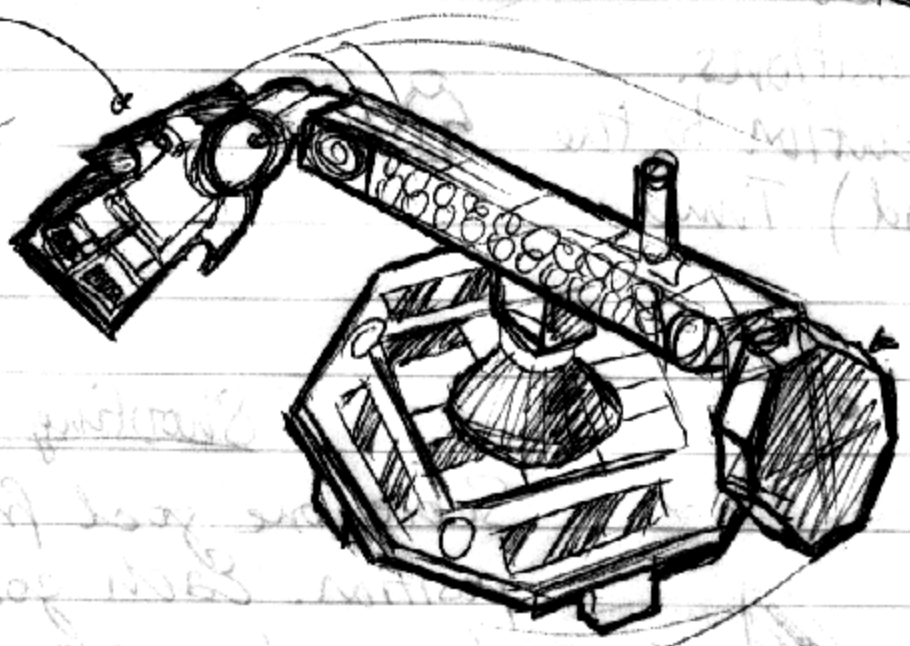
Knock 10 players of the wall within 20 seconds. (Trim can alter style) Perhaps introduce posts in front of some of the players, forcing the player to curl the ball round them. (flagpoles in the medieval setting).

Shooting Lev3



Medieval jousting targets.

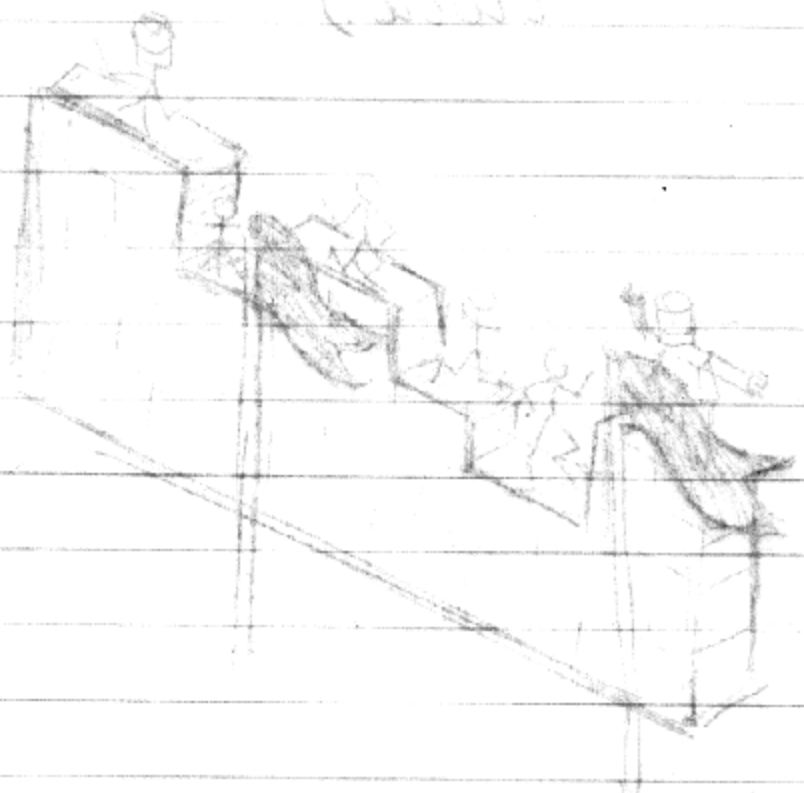
Player minifigure shrinks out when centrifuge is going.



Player shoots ball at centrifuge counter-balance 5 times in 30 secs.

After each successful hit, the centrifuge changes weight of arm to make it more difficult for the player.

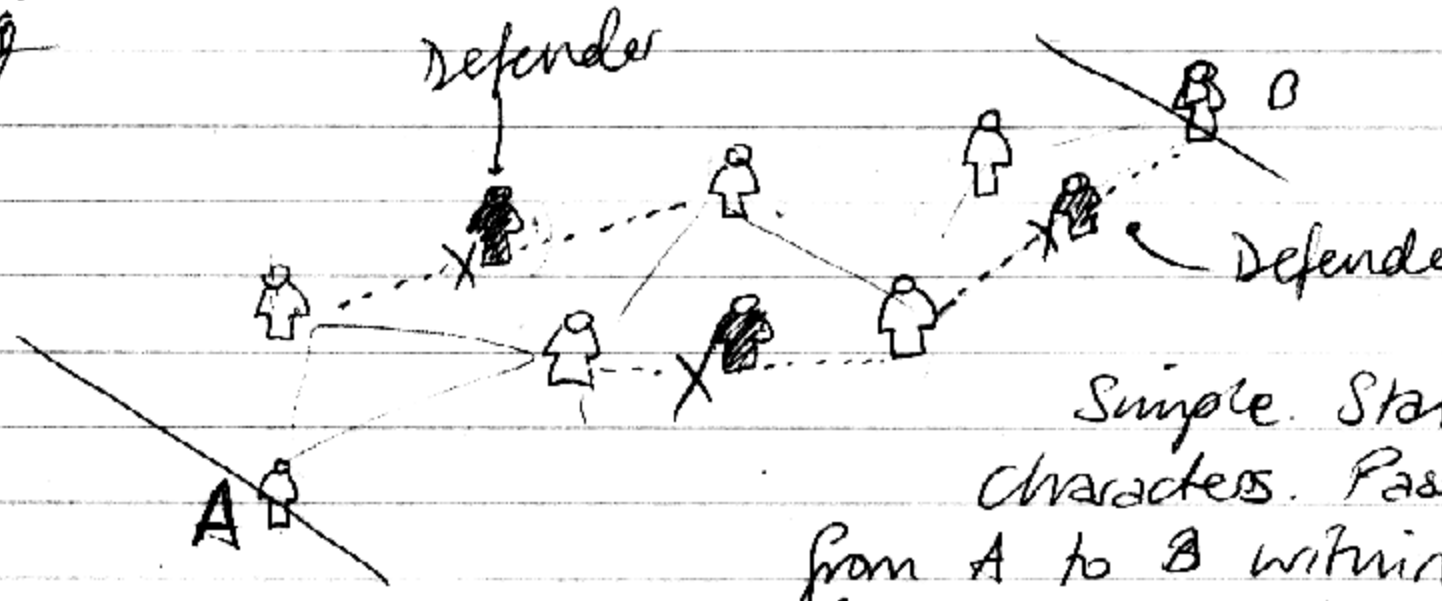
Player would only be allowed a certain distance from centrifuge; perhaps each successful hit increases distance?



Training

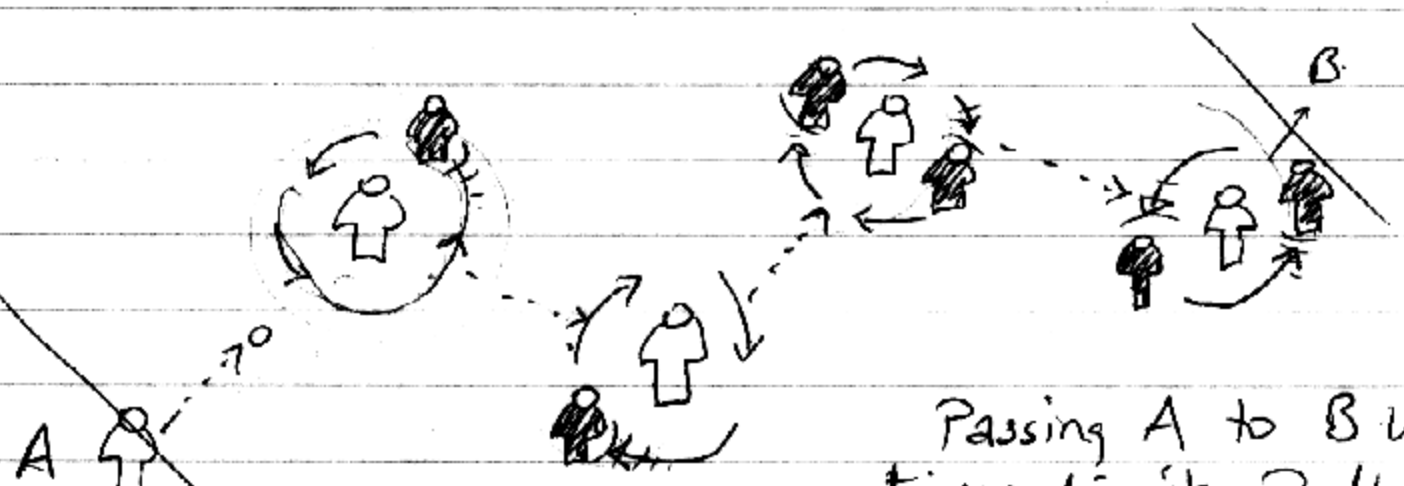
Passing

Lev 1



Simple. Static characters. Pass ball from A to B within a time limit. Defenders stand in between some players, making it impossible to pass to ~~player~~ them without the ball being intercepted. (fail).

Lev 2

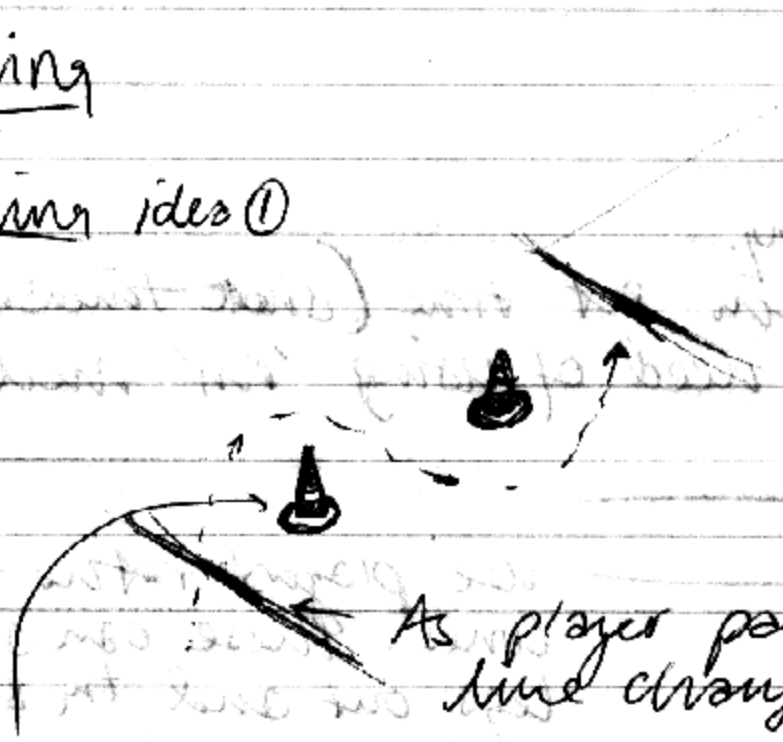


Passing A to B within time limit. Ball must be passed to each player in turn without a defender intercepting. This time, defenders run round the attackers, making timing an issue. Extra skill needed

Lev 1 - cones
2 - cups. (:)

Training

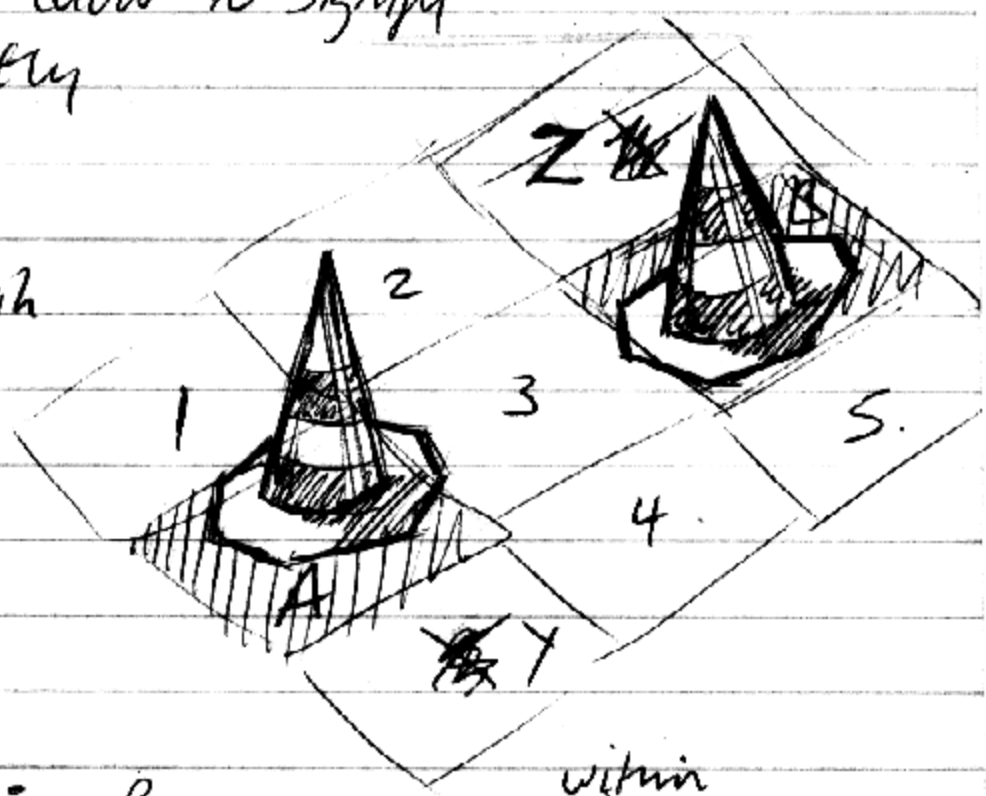
Dribbling ides ①



In and out of cones. within time period without touching cone.

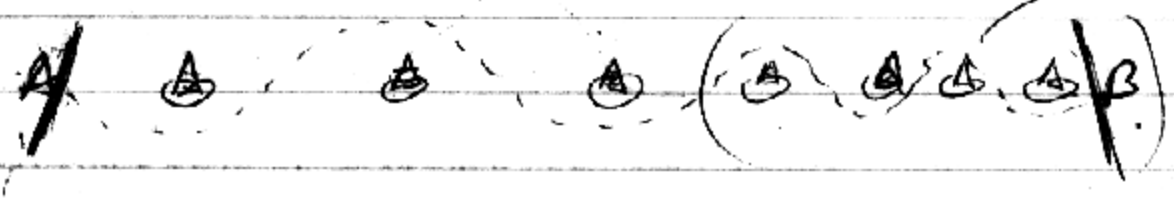
As player passes line, line changes color and time stats

As player passes cone, it changes colour to signify it has been navigated correctly



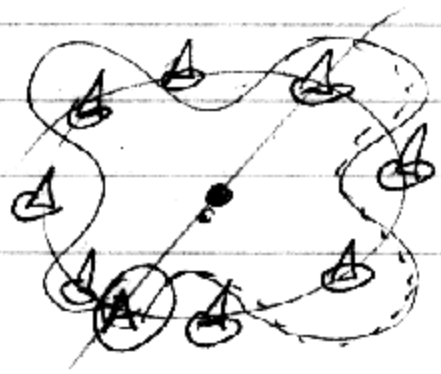
Once player ~~has~~ passed through boxes 1, 2, 3, cone A is flagged as 'complete' and zone Z is disabled, rendering cheating impossible.

Lev 1 — dribble in straight line from A to B within a set time limit.

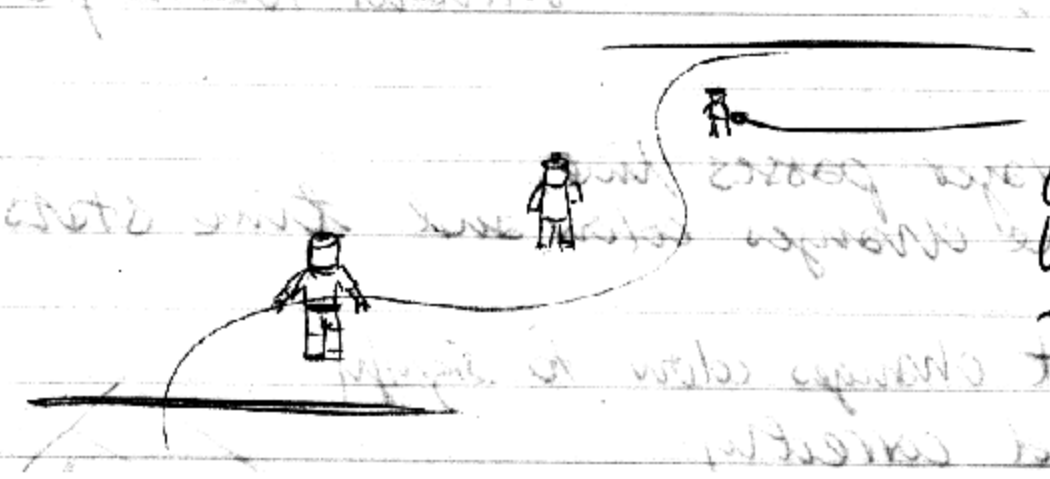


increase challenge at end by narrowing cones?

Lev 2 - dribble the circumference of the centre circle within a set time limit.

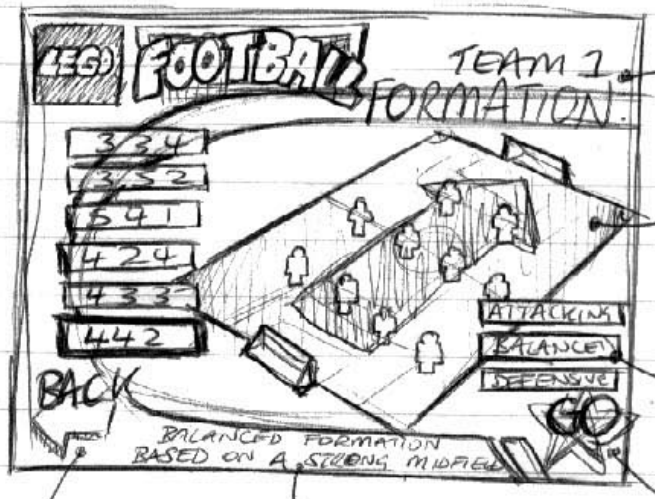


(Lev 3) - dribbling while running.
dribble pitch width in set time (short timescale)
This necessitates the need of using 'run' mode



use players' rather than cones. These can stick legs out and try & tackle the player.

Construct your own cup



description of menu.

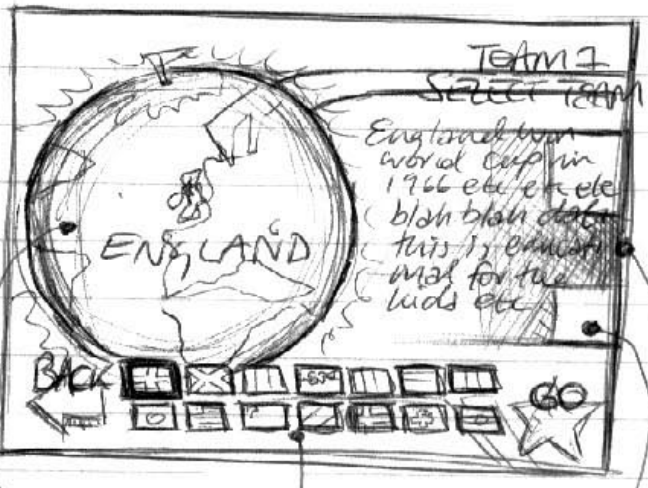
pitch showing graphically what formation means. (show minifigs doing occasional funny animation

shifts whole squad forwards or backwards.

ever-present symbol/icon for Next

ever-present 'go back' icon.

Description of selected option.


TEAM 1
SELECT TEAM
England won world cup in 1966 etc etc etc blah blah data this is random mat for the kids etc
ENGLAND
BACK
GO

TEAM 1
SELECTION
Won world cup in 1966. Blah Blah. Bobby Charlton, Paul Gascoine etc Wan Blah etc Blub Blib Blub Stink Blub blah.
BACK
ENGLAND
GO

Globe rotates and centers on selected nation. Nation flashes to highlight and team name is printed on top.

National flags to select team from

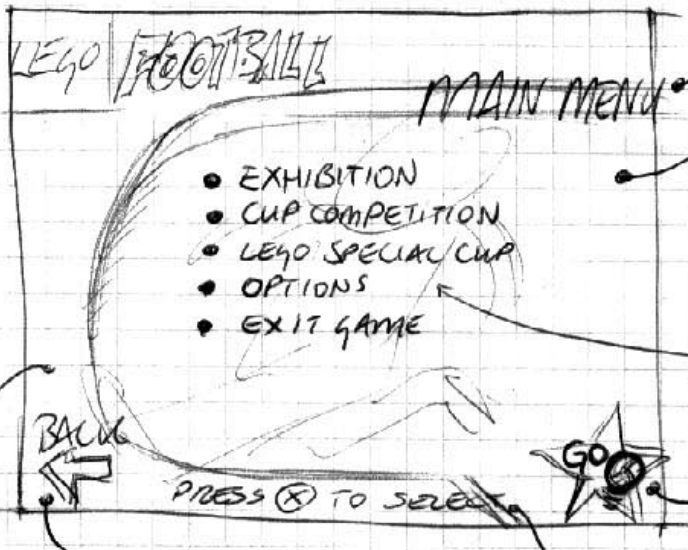
National flag in bg changes as team selection does

Educational historical information about that nations footballing past. National highlights, most famous players etc.

Philippe - FTP access. Will get sorted this afternoon

Philippe

1/2 finished web site up with work in progress



TITLE OF CURRENT MENU. CHANGES WITH MENU

BG PICTURE. PHOTO, MANIPULATED, BLURRED + COLOURISED IN PHOTOSHOP (MAYBE an AVI animation ?)

MAIN AREA FOR MENUS.

ALWAYS PRESENT 'OK' OR 'GO'. 'NEXT'

ALWAYS PRESENT 'BACK' OR 'EXIT' BUTTON

EVERPRESENT INSTRUCTIONS ABOUT WHAT TO PRES. (OR COULD BE USED TO DESCRIBE CURRENTLY SELECTED OPTION).

MISC DESIGN.
PICTURE ON TWO LAYERS, WITH TOP CASTING SHADOW OVER LOWER BACKGROUND LAYER.

No necessity for Logo
↳ Optimally we can lose it.

Possibly do lollystick approach à la Sleague Winning eleven 4. currently selected option juts out. ie = ← selected.

Actual menu options still to be decided.

SAYS WHAT IS COMING NEXT Should the user click/select it.

SAYS WHAT IS PREVIOUS MENU

Minifigure doing kick-ups. Last anim ~~before~~ has minifigure kicks ball into camera, whiting screen out. This can be used as a transition to the game / loading screen.

(Animation could be RT or possibly a keyed AVI / MPEG)

QUICK START → PAD SELECT → GAME 3
FRIENDLY → TEAM SELECT → OPTIONS → PAD SELECT → GAME. 5
SEASON → CUP/LEAGUE → TEAM/CUP SEL → LEAGUE TABLE → OPTIONS → PAD SEL → GAME
" → LEAGUE → same → +OPTIONS → same → same → same → same 7
GOLDEN GOAL → TEAM SELECT → OPTIONS → PAD SELECT → GAME 5
EURO LEAGUE → TEAM SELECT → LEAGUE SETUP → LEAGUE TABLE → OPTIONS → ~~PAD SELECT~~ ~~GAME~~ → GAME
+OPTIONS

OPTIONS →
TRAINING → TEAM SELECT → PAD SELECT → GAME 4

NOTES
- Highlighted option not always obvious.
- No way of knowing 'Forward' and 'Back' buttons without pressing for help. Needs to be obvious
- Qualifier key (R1) to go into options menus at bottom of screen unacceptable

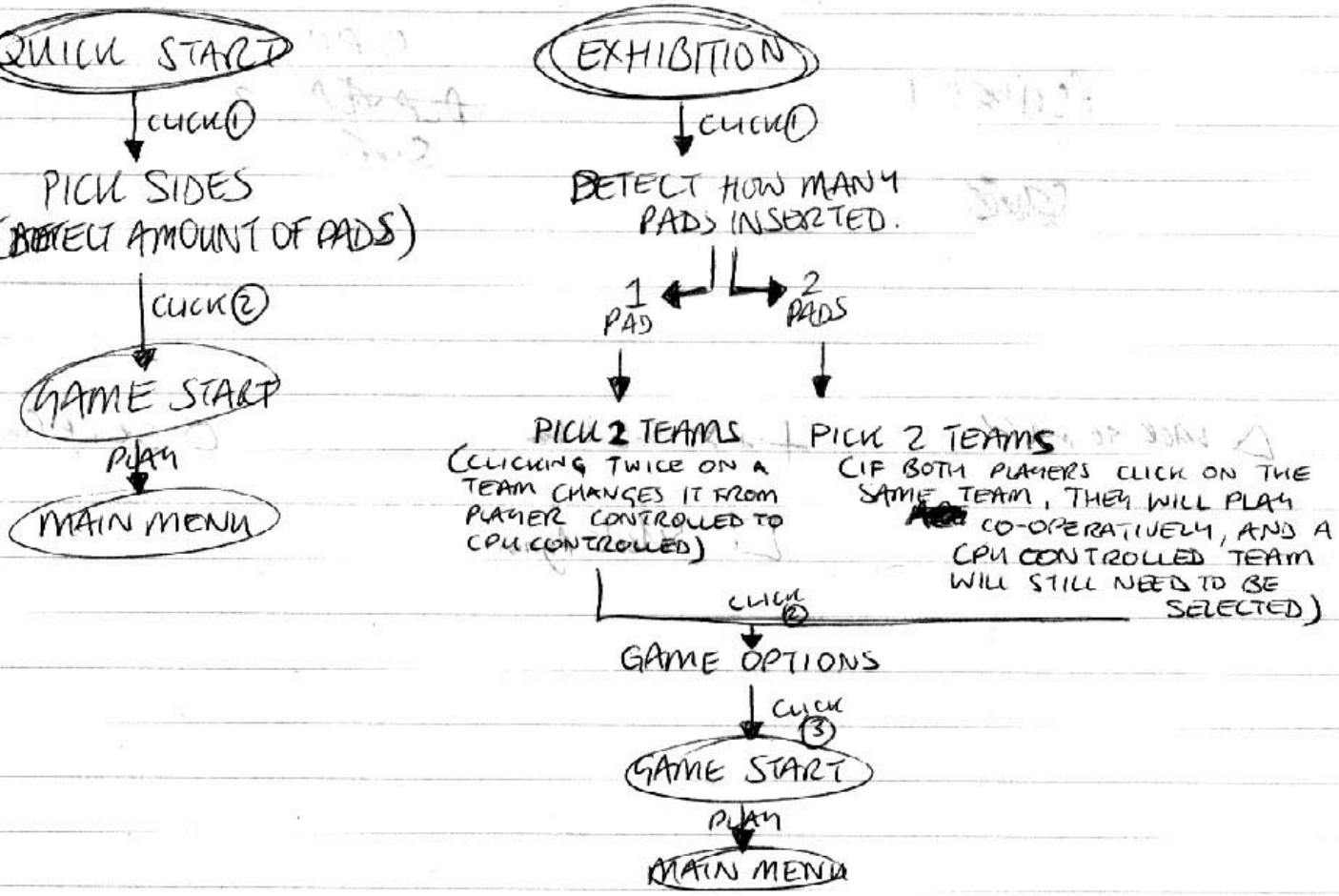
KONAMI J-LEAGUE WINNING ELEVEN 4

MATCH MODE → MATCH TYPE SELECT → EXHIBITION → PAD SELECT → TEAM SELECT → OPTIONS → GAME (then start). 7
→ LEAGUE → NEW/LOAD → PAD SELECT → OPTIONS → LEAGUE SETUP → FIXTURES → 7
→ CUP → NEW/LOAD → OPTIONS → ~~LEAGUE~~ CUP → FIXTURES → GAME GAME 6
→ OLYMPIC → NEW/LOAD → OPTIONS → SETUP → FIXTURES → GAME 6
→ MASTER → NE/LOAD → OPTIONS → TEAMSEL → FIXTURE → GAME 6
TRAINING → PAD SELECT → TEAMSEL → GAME 4.

NOTES.
- OPTIONS ALWAYS OBVIOUS by moving the currently selected one out + highlighting.
- Standard buttons for back/forwards (O + X, same on all jap games), still nothing visible tho.
- explaination of currently selected option at bottom of the screen.

MAIN MENU

QUICK START
EXHIBITION
CUP COMPETITION
TRAINING
OPTIONS.



John Olson

CUP COMPETITION

From Start to finish (Menu to playing a match) takes only 6 clicks.

GLOBAL SAVE

CUP COMPETITION (ON MAIN MENU)

click (1)

NEW COMPETITION

LOAD SAVED COMPETITION

click (2)

EURO 2000 EUROPE

1/2 of 16 KO

LEGO CHALLENGE CUP COMPETITION

click (3)

WORLD * KO

1/2

CUSTOM CUP

SETUP CUSTOM CUP OPTIONS

ANY

ANY (max 16)

PICK TEAMS*

(DETECTING AMOUNT OF PADS)

click (4) NAME OF MANAGER/S

CUP OPTIONS AND SETUP

click (5)

FAST GAME

TACTICS SCREEN

IS COMPETITION FINISHED?

YES

SHOW CONGRATULARY REWARD MOVIE

MAIN MENU

NO

IS PLAYER STILL IN THE COMPETITION?

NO

SHOW FAILURE MESSAGE

MAIN MENU

YES

SHOW FIXTURES AND TABLE SAVE

IS PLAYER'S TEAM INVOLVED IN NEXT FIXTURE?

YES

click (6)

PLAY NEXT FIXTURE

GAME

NO

WATCH GAME

SEE RESULTS ONLY

* Two pads picking same side results in co-operative play mode.

2P + CP vs CPU.

CUP COMPETITION

From Start to finish (Menu to playing a match) takes only 6 clicks.

GLOBAL SAVE

CUP COMPETITION (ON MAIN MENU)

click (1)

NEW COMPETITION

LOAD SAVED COMPETITION

click (2)

EURO 2000 EUROPE

1/2 of 16 KO

LEGO CHALLENGE CUP COMPETITION

click (3)

WORLD * KO

1/2

CUSTOM CUP

SETUP CUSTOM CUP OPTIONS

ANY

ANY (max 16)

PICK TEAMS*

(DETECTING AMOUNT OF PADS)

click (4) NAME OF MANAGER/S

CUP OPTIONS AND SETUP

click (5)

FAST GAME

TACTICS SCREEN

IS COMPETITION FINISHED?

YES

SHOW CONGRATULARY REWARD MOVIE

MAIN MENU

NO

IS PLAYER STILL IN THE COMPETITION?

NO

SHOW FAILURE MESSAGE

MAIN MENU

YES

SHOW FIXTURES AND TABLE SAVE

IS PLAYER'S TEAM INVOLVED IN NEXT FIXTURE?

YES

click (6)

PLAY NEXT FIXTURE

GAME

NO

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